SECTION - A

I. Answer any ten questions.  
   10x2=20

1. JAVA is a platform-independent language. Justify.

2. What is a Vector? How is it different from an array?

3. How can you create an instance of a class in Java?

4. What is Java API?

5. How are 'this' and 'super' keywords used?

6. What is System.in and System.out?

7. What are wrapper classes?

8. List any four types of listeners in Java.

9. What is an Applet?

10. What is the difference between an interface and an abstract class?

11. What is the difference between String and StringBuffer class?

12. What are the different stream classes available in Java?
SECTIONS - B

II. Answer any five questions : 5x10 = 50

13. (a) Explain features of Java. 5
    (b) What is the difference between overloading and overriding ? 2
    (c) Explain any three string methods with examples. 3

14. (a) What is Constructor Overloading ? Write a program to demonstrate the same. 5
    (b) Define Inheritance. Explain any two types of Inheritance with example. 5

15. (a) Write a program to illustrate static variables and static methods. 5
    (b) What is package ? How do you create and access a package ? 5

16. (a) Explain life cycle of a thread with neat diagram. 5
    (b) Write a program to implement thread priorities. 5

17. (a) Explain Life Cycle of an applet with a neat diagram. 6
    (b) Explain how parameter are passed to an object. 4

18. (a) Explain any five methods of Graphics class with an example for each. 5
    (b) Write a program to implement mouse events. 5

19. (a) Explain how exception handling is achieved in Java. 5
    (b) Explain final variable, final method and classes with suitable examples. 5

20. (a) Write a program to read data from a file and display it on the console. 5
    (b) Explain the use of Data Input Stream and Data Output Stream with example. 5